

STACK MAP
LEGEND 190

"0" = INTEGER
"1" = OBJECT

FIG. 1

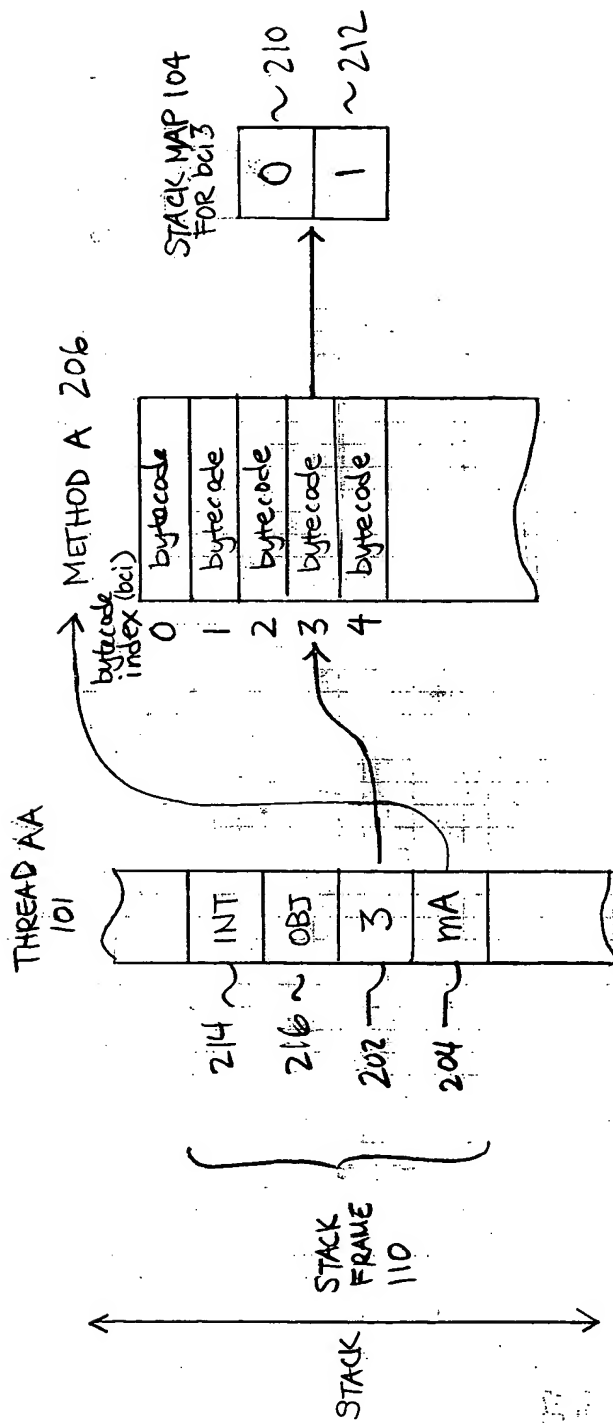
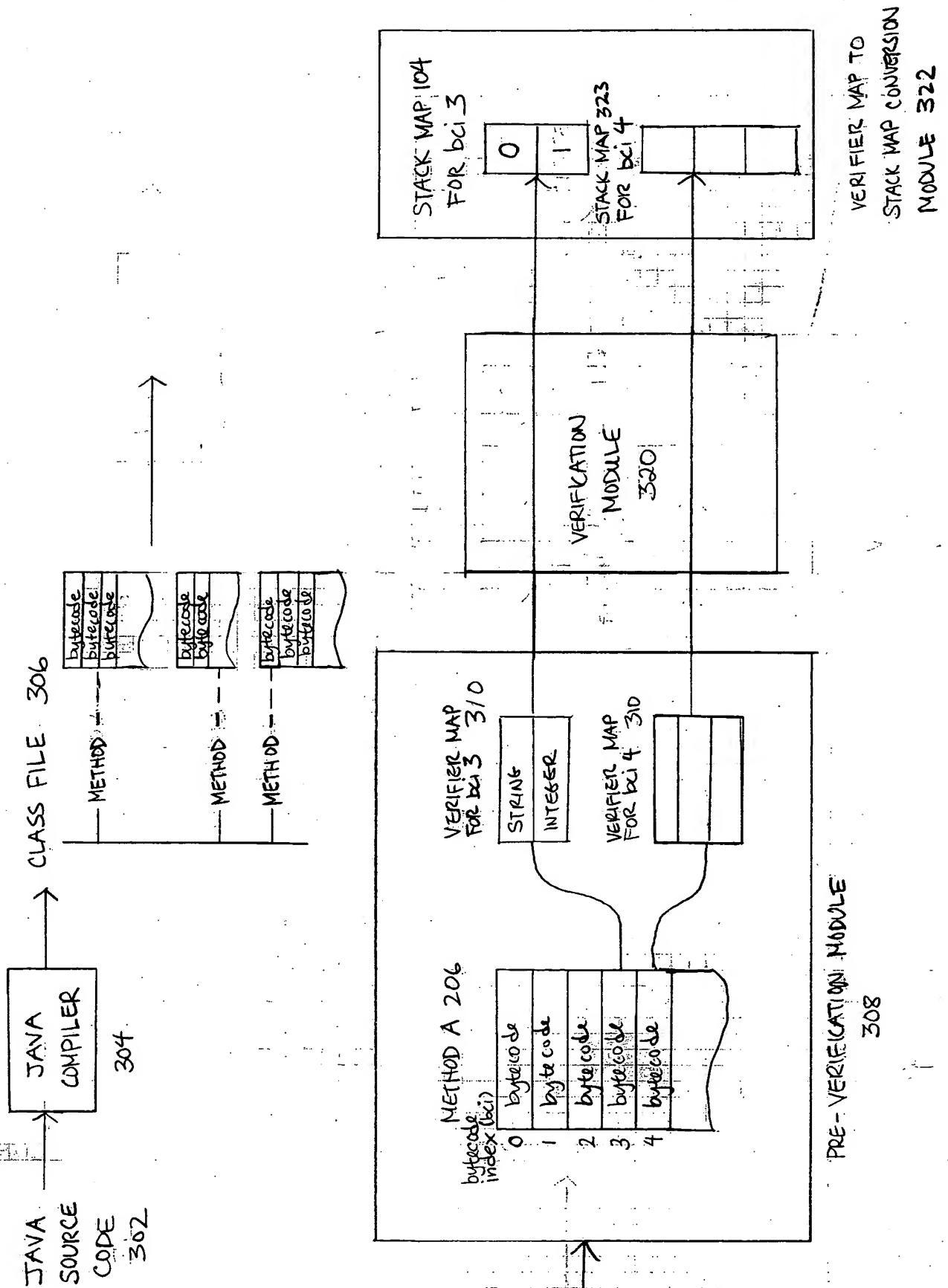


FIG. 2



35

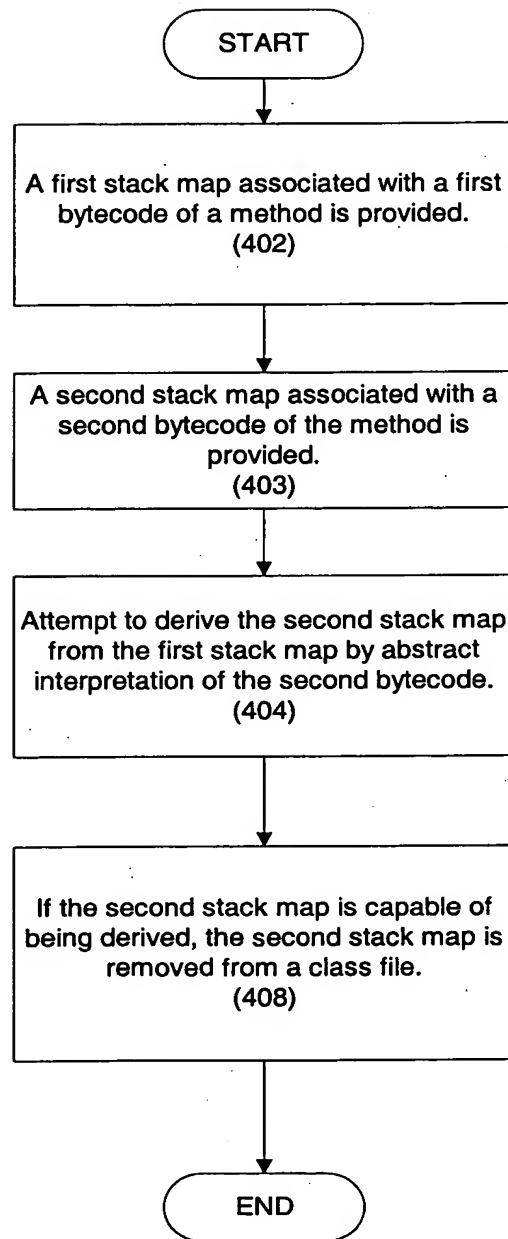


FIG. 4

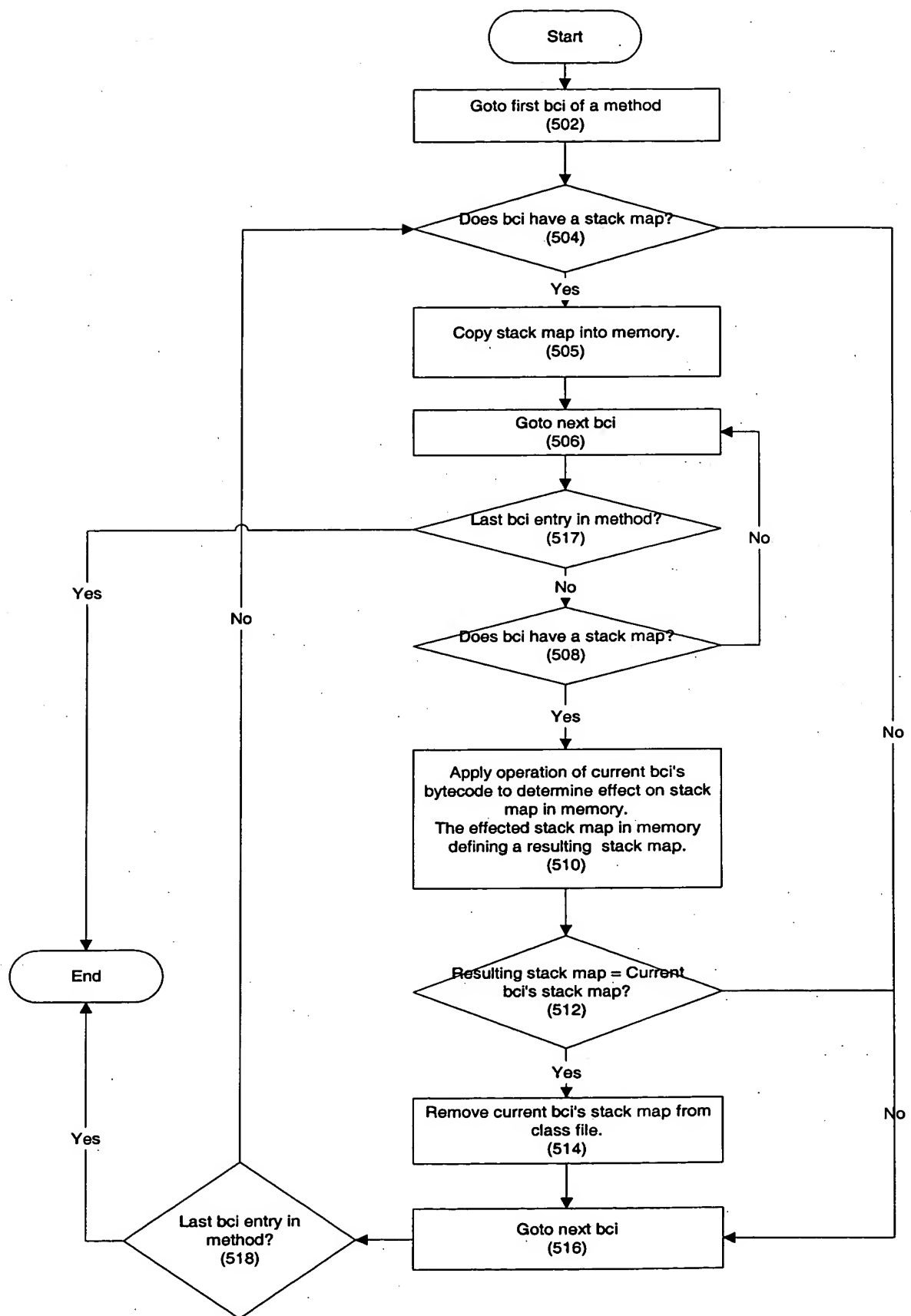


Fig. 5

THREAD AA
101

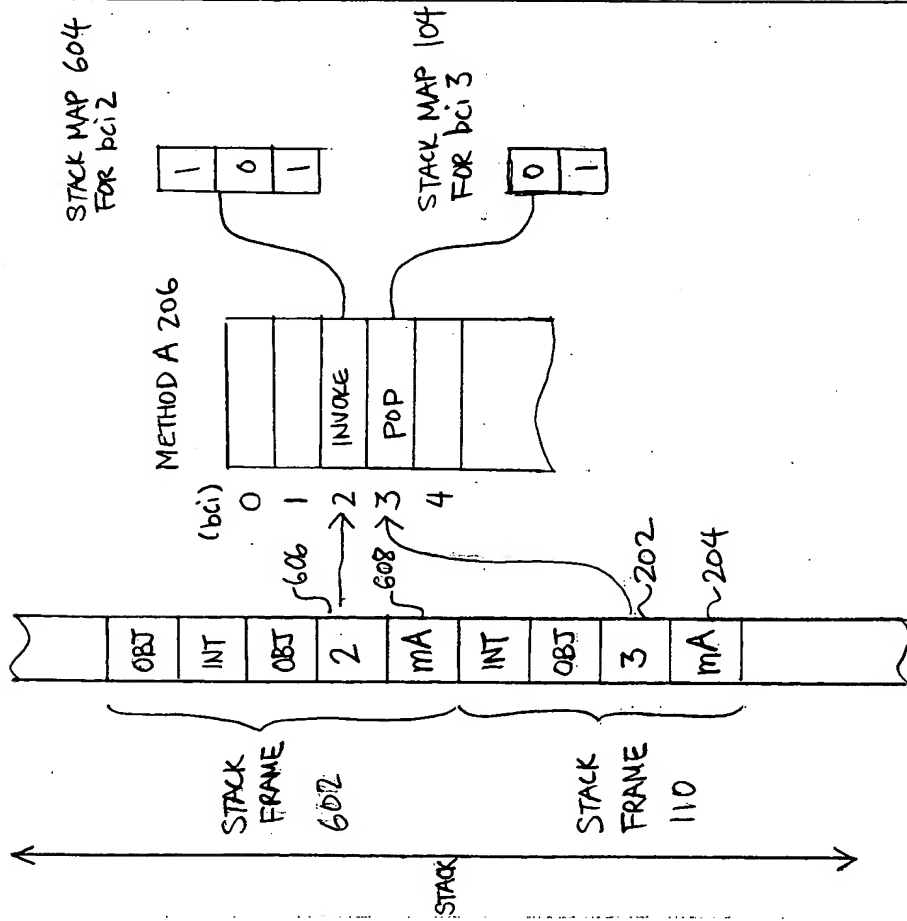


FIG. 6A

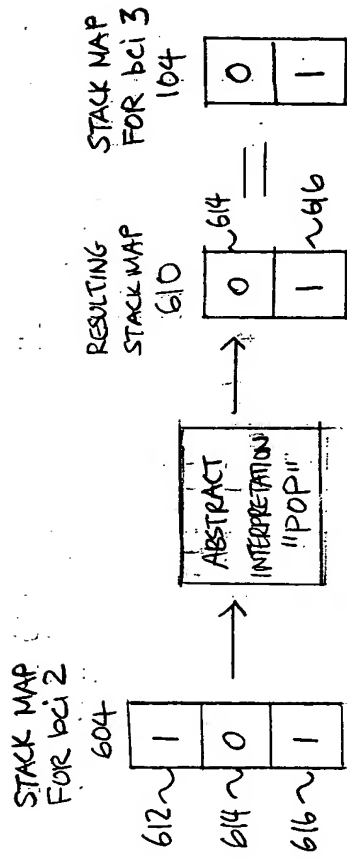


FIG. 6B